





### **PAGER** Version 11

10,000

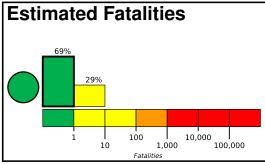
100,000

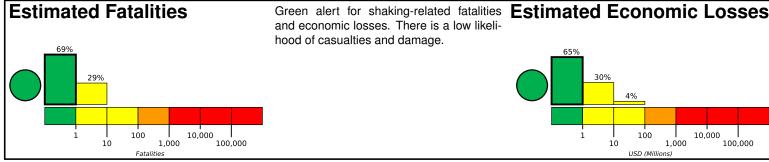
1,000

Created: 1 week, 1 day after earthquake

# M 4.1, 66km E of Cascade, Idaho

Origin Time: 2020-04-21 05:58:01 UTC (Mon 23:58:01 local) Location: 44.4187° N 115.2168° W Depth: 10.0 km





**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		11k*	470k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

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115.5°W

### Population Exposure

Cascade

population per 1 sq. km from Landscan

#### **Structures** 1000 5000 114.8°W

hallis

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

### **Historical Earthquakes**

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1984-08-22	101	5.5	V(3k)	_
1994-02-03	387	5.8	VIII(1k)	_
1983-10-28	118	6.9	VII(2k)	2

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

## **Selected City Exposure**

from GeoNames.org					
	MMI	City	Population		
	II	Cascade	1k		
	II	Boise	146k		
	II	McCall	3k		
	II	Garden City	11k		
	II	Idaho City	0		
	II	Eagle	20k		
	II	Meridian	75k		
	II	Challis	1k		
	II	Sun Valley	1k		
	1	Ketchum	3k		

bold cities appear on map.

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

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https://earthquake.usgs.gov/earthquakes/eventpage/us700090vm#pager

Idaho City

Event ID: us700090vm

<sup>\*</sup>Estimated exposure only includes population within the map area.